



Volume V, #14

BORIS THE SPIDER

A Journal of Duplicitous Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



06 Feb 96

FOUR GAMES END!!!

Congratulations go to Chuck Hanna for his "Green" win in Britannia; to Chuck Wilson for winning "Utraspahntin", our fourth game of HISTORY OF THE WORLD; to Ron Fisher in "Flash Gordon", our 1st to start (and 2nd to end) game of STELLAR CONQUEST; and Jim "Wormtongue" Frying for his 3rd(!) DIP win (twice as Austria). All I can say, is "they'll be gunning for you next time".

Colors have been determined in "Ethelred", our E-Brit game, and Claudius Chudua's Romans have run amok, but have taken five losses so far. The four pockets of Belgae resistance bypassed (Downlands, Kent, Lindsey, and Norfolk) have socked the Saxon fort (and likely will soon pay for their insolence). The Welsh have abandoned their western provinces to reinforce eastern Wales. The Picts took Caithness. Turn 2 awaits.

Boris has succumbed and bought a Mac Performa 6200. Ms Nar loves it; she's played over 100 games of solitaire on it already. Anyway this means a Volume change (5 -> 6) when we switch entirely to the new system.

GENIE has just been sold, and the new owners are more than doubling the basic rate from \$8.95 a month to \$16.95 a month. Sure, they're also more than doubling the "free" hours to 9/month, but I seldom use 2 hrs/month, so it's no "value" to me. They give us all of 6 hours notice of the rate change too. Saddle are good. I'll be dropping GENIE come 19 Feb. so you e-mailers take note. DON'T SEND E-MAIL TO ME VIA GENIE AFTER 27 FEB unless I tell you otherwise.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: If at first you do succeed -- try to hide your astonishment.
---Harry F. Banks

James McQuinn has started up *Crossing the Rubicon*, a site devoted to DIP, Gunboat DIP, Colonial DIP, and Scrabble. Send him 75¢ in stamps for a sample copy (address on p19).

It's not too early to start planning for the summer Con season. Here are the biggest:
Origins/World DipCon: 4-7 Jul @ Columbus, OH
AvalonCon: 31 Jul-3 Aug @ Hunt Valley, MD
PallCon: 1ste August/early Sept @ Philadelphia, PA?

BOS & KUDOS

This month's Madame Boldue Press Excellence Award goes to the Boris for his Cliffhanger article in "Boris VIII".

This month's Ma Nar SuperSucky Bomb will be lobbed at Marcel Carbonneau "for excessive whining" in Borises "VI" & "VII".

PERSONAL COMMUNICATIONS HERE (MAYBE)

DEADLINE FOR MOST GAMES IS NOON (CST) 2 MAR 96



RUSSIA ROLLS PEACE PROPOSED SPRING 1917



ERRATA: Austria has a Fin ALB, not an army. Austrian FION was disbanded.

WALL STREET JOURNAL:—Tsar David has made his move, sending his Slavic hordes pouring into the Habsburg heartland, but will it give him the victory he desires, or will it just shift the equilibrium of power somewhat? England is already beginning to retake Scandinavia, and, having crushed the Austrian raider fleet, is more than capable of crushing the Russian raider also. Prospects for the peace talks are gr

TROOP MOVEMENTS

AUS (Morrison): A Tri-Tri, (A Mun H)(r ???), A Sol-Boh, F Lya-Tus, F Tyn-Ion, F Alb S F Tyn-Ion, A Gre-Ser, (F Yor Ed)(o), A Ven H(u), A Nap H(u), A Pie H(a);

ENG (York): F Nth S F Lon-Yor, F Est S F Lon-Yor, F Lon-Yor, F Den-Swe, F New S F Den-Swe, F Bul S F Ilem-Swe, A Bur S A Mar, A Ruh-Mun, A Kle S A Ruh-Mun, F Wra S F Spa(sc)-Lyo, F Spa(sc)-Lyo, A Mar H, F Tam-Tyn.

RUS (Anderson): A Sev-Rum, A Gal-Vic, A War-Ukr, A Pru-War, A Ber H, (A Swe H)(r-???), A Fin-StP, F Irg-NAT, F Aeg S F Bul(sc)-Gre, F Bul(sc)-Gre.

Orders in brackets fail; si = unit destroyed due to lack of valid retreat; imp = impossible; neu = unit not as ordered; nep = no such place; neu = no such unit; ner = no vote received; oth = off the board; otm = unit on the move; r-??? = unit is dislodged; u = undecided. Russian A SWE must either retreat oth or to FIN. German A MUN must retreat oth or to SW, or TEL.

Due next time are orders for the retreats and for Fall 1917, and your vote on a A/E/R draw. NMR = "yes", NVR = "abstain". A single "No" vote will veto the proposal.

EMBASSY BEAT

VIENNA: It would seem that the Russian has shown his true colors with the thrust of his armies now heading toward the Austrian Capital. Methinks that this war has gone badly due to poor planning and the purlibility of the Austrian Monarchy.

It looks like the war will not make it to 1945 after all and that the Kroner will plummet soon.

BORIS WORLD PRESS REVIEW

Washington Post: The Austrians appear to be about to suffer a major setback. The Tsar will not be in the mood for peace what with the treasure of Vienna on the muddy road to St Petersburg. England's policy has ever been to keep the other two at each other's throats with eyes on a few loose centers here and there.

ALB-A-CHUK

SPRING 1917 ACTION: none

Company	\$	Kroner	Pounds	Rubles	Value
PRB	3	0	0	567	\$5675
RVE	18	0	375	15	\$4817
WCMIX	1	0	303	0	\$4330
NEWBOT	4	192	0	74	\$2856
RETW	2203	0	0	0	\$2393
USED	0	183	20	0	\$2373
CCH	1	30	0	0	\$ 881
FRGG	10	73	0	0	\$ 813
MTI	0	0	0	0	\$ 0



SLAVS SUCCOMB! Now There Are But Three

VII

Fall 1912

1994-AT

ERRATA: English F Wes-Tyn and F Mid-Wes succeeded.

MURKWOOD: Tear Marcel's Serbo-Russian troops fought to the last man for their Tear against the hated Turks and haughty Germans. A new dynamic has been established in Europe with a dominant Germany sandwiched between a theocratic England and an expansionist Turkey. Will the de facto Anglo-German alliance survive Germany's proximity to five Turkish centers?

TROOP MOVEMENTS

England retreats F ION to EAS.

ENG (Hanna): F Ith H, F Lon-Eng, A Gas-Mar, A Mar-Rom, F Lyo C A Mar-Rom, F Tyn C A Mar-Rom, F Wes S F Tyn, F Tyn-Jon, F Eas-Aug;

GER (Morrison): (A Mar-Sov), (A Ukr-Rum), (A War-Ukr), (A Tri-Ser), A Vie-Bul, A Gol S A Vie-Bul, A Mun-Tri, A Tuo S Eng, A Mar-Rom, A Boh-Vie, (A Tri-Tri), A Ruh-Bel, F Iol H, F Den H, F Nuy H;

RUS (Carbonneau): (A Ser S A Bud)(d), (A Bud S A Ser)(d);

TUR (Anderson): F Ion-Tyn, F Gre H, F Agg-Siny, F Bla S A Ser, (A Ser S A Rum), A Bul-Ser, (A Rum S A Bul-Ser), F Nap S F Ion-Tyn, A Ali S A Bul-Ser.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; noa = not own unit, noo = unit not so ordered; nap = no such place; nsu = no such unit; oib = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered.

SUPPLY CENTER CHART

ENG: Sdi Lon Lpt Por Spa Por Ber Tin Mar +Rom

GER: Her Kie Den Hol Sze Mun Bel Nwy Mos Sp War Ven Vie Tri +Bud

RUS: -Bud -Ser

TUR: Ank Cen Sny Gie Bul Rum Nap Sev -Rom +S

(10) Build 1

(15) Build 1

(0) Even = OIT

(9) Even

Due next time are builds and orders for Spring 1913. And thanks to Marcel for gutting it out.

EMBASSY BEAT

BELGRADE: The Russian government is disappointed that neither Germany nor Turkey would let the Russian troops go home or even ask for their help to defeat the other.

BERLIN: The Kaiser is pleased with the performance of the troops and due to the capture of large amounts of enemy supplies has raised the pay of each soldier by 1 mark 50 pfennigs (the price of our great beer) a month.

BORIS WORLD PRESS REVIEW

Budapest Pravda: It is funny that two super powers are so focused on each other that they ignore the potential help Russia's two little allies can provide.

CLASSIFIEDS

When one gives up an ugly duckling in hand for two birds in the bush, hoping they are golden geese, should not be surprised when you get two turkeys instead of a prize winning (one) swan you could have had.

BOLSHOIE

FALL 1912 Action

PRB sells 500 marks, 500 rubles, and 500 piasters, then buys 1300 pounds (97-845+880+655-1872= \$15).

	USA	ENG	GER	RUS	TUR
SPR 12:	1.00	1.94	1.69	0.76	1.31
FAL 12:	1.00	1.57	1.64	0.00	1.26

	USA	ENG	GER	RUS	TUR	Value
Corp						
PRB	15	4150	2200	0	8500	\$14579
RVE	53	2500	9750	0	350	\$12208
CLOWNS	1	2700	1750	500	0	\$7111
TPB	81	700	1300	800	1600	\$5278
RTB	0	1000	500	500	1750	\$4595
Par	0	1000	1000	1000	1000	\$4470



WORMTONGUE WINS!! Europe Despairs!

VIII

Fall 1989

1994.2U

CLIFFHANGER--The Austrian Millennium has begun! proclaimed Archduke Wormtongue as he promulgated his Code von Fryling, a collection of 666 statutes ranging from the sensible (traffic shall be on the right side of the road; the establishment of a single European currency, the Marco) to the ridiculous (all first born males shall be named "James"; every home, office, and place of business must have a picture of the Archduke in a place of honor). It remains to be seen how long the reign of terror can last.

TROOP MOVEMENTS

Italian FAPU retreated to IAP.

AUS (Fryling): F Adr-Ven, (F Apu S F Adr-Ven), A Tri S F Adr-Ven, A Tri S F Adr-Ven, A Alb S A Gre, A Gre S A Alb, A Bul S A Gre, A Siny H, A Nos S A Lvn, A Lvn S A Mos, A Fru S A Ber, A Bre S A Par, A Par S A Ere, (A Mun S A Ber), A Boh S A Mun, (A Ber S A Mun);

ENG (Anderson): F Eng-Bel, F Iri S F Mid, F Mid H, A StP S A Nwy, A Nwy S A StP, F Den-Bel, F Bal-Den, (F Lyr-Mar);

GER (Carbonneau): (A Ruh-Mun), A Hol H, (A Kie-Ber);

ITA (Coddan): A Mor H, A Tuz S A Ven, F Spa-(u) H, (F Nap-Apu), F Ion-Adr, A Por S F Spael, (A Ven H)(r-919).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nap = unit not so ordered; nap = no such place; neu = no such unit; oth = off the board; otn = unit on the move; (u) = unit unordered. Italian A VEN must retreat oth or to PIF or RCM.

SUPPLY CENTER CHART

AUS: Bud Tri Vio Gre Ser Cen Rus Sov War Mos Mun Smg Ask Ber Bul Par

+Bie +Ven

(18) Build 2 WINS

ENG: Edi Lon Lol Nwy Swc -Por StP Den +Bel

(8) Even

GER: Bel Hol Nie

(2) Teur 1

ITA: Nap Rom Tun Mar Spa -Hre -Ven +Por

(6) Teur 1 *

* If A VEN retreats oth, Italy is EVEN.

Due next time are orders for the retreat, builds and tears, and end game statements.

EMBASSY BEAT

The Ambassadors from England and Italy were noticeably absent from proposed (implied) talks to stop Austria.

BORIS WORLD PRESS REVIEW

Kiel Times--Austrian forces have nearly surrounded German forces, while England and Italy sit by and do nothing to help Germany and themselves before it is too late.

CLASSIFIEDS

With friends like I have, who needs enemies, even if the friends are forced together by circumstances.

STELLAR CONQUEST

FLESH GORDON is over! Ron Fisher wins with 37 VP, followed by Wayne Morrison (14), Dan Farrow (9), and Andy York (2). Wayne and Andy playing out orphaned positions. Transcripts will be sent soon to all participants.

PHOTO:

Urgent Message Fleet HQ --- Due to limited fuel only enough fuel is given for a one way trip, fuel must be obtained from from conquered resources. Victory is the only way home! ... All other ships held in place do not retreat. Commanders who retreat will be spotted by order of the Furer.

The games are presently awaiting:

SIMON WAGSTAFF--Combat orders for Turn 41 and orders for Turns 42-44.



TSAR RETURNS!!

LX

Fall 1904

1995X

CLEARWINE: French indignation over Marshal Ferkat's refusal to invade England has earned him a date with Madame Guillotine. Three nations are clearly on the ropes awaiting a knockout punch in 1905. Germany and Italy look to be the next victims. But can Austrian momentum be maintained or will the Lilliputians bind Gulliver?

TROOP MOVEMENTS

Russian A RUM retreats to UKR.

AUS (K. Wilson): A Gal S OER A Pru-War, A Rum-Sev, A Bud-Rum, A Bul S A Bud-Rum, F Aeg-Con, F Ten H;

ENG (Zodds): F Mid-Par, F Nwy-StP, A Lon H, F Bel S F Nth-Eng, F Nth-Eng

FRA (Gerham): F Bre S F Eng, (F Eng S F Bre), A Por H (u.d.), (A Pic-Bel), (A Spa-Gas) (trout;

GER (J. Shacklett): A Pru-War, F Bal-Bot, F Swe S F Bal-Bot, (A Bur-Mar), A Ruh-Bur, (A Ber-Mun), (A Den S A Den) (H. neu);

ITA (R. Fisher): A Smy H, F Bla S AUS A Rum-Sev, F Ion-Tun, A Spa S ENG F Mid-Par, (A Pic-Mar), (A Trl-Mun);

RUS (Meinick): (A Ukr-War), A Mos S A Ukr-War, (A Sev-Rum) (r-??);

TUR (Deb Osborne): A Ank H.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nap = unit not so ordered; nap = no such place; nsa = no such unit; oib = off the board; otm = unit on the move; (u) = unit unordered. French F ENG must retreat oib or to IRI, MID, or WAL. Russian A SEV must retreat oib or to ARM.

SUPPLY CENTER CHART

AUS: Bud Tri Vie Gre Ser Bul + Con + Rum + Sev

ENG: Eds Lon Lpl Nwy Bel + Por + StP

FRA: Bre Mar Par - Por - Spa

GER: Ber Kie Mun Hol Den Swe

ITA: Nap Rom Ven Tun Smy - Con + Spa

RUS: Mos - StP War - Rum - Sev

TUR: Ank

(9) Build 3

(7) Build 2

(8) Even

(6) Even

(6) Even

(2) Tsr 1*

(1) Even

* If A RUM retreats oib, would be even.

Due next time are retreats, builds/tears, and orders for Spring 1905.

EMBASSY BEAT

London to Paris: Being in only my second game and only having had contact with one other player previously, it is impossible that you were singled out as the new guy. Perhaps you shouldn't make such unreasonable demands to the players you should be treating as allies.

ROME: Foreign Minister Fisher announced he had ordered Adm Catachert of the 2nd Fleet sacked "for willfully disobeying orders, gross incompetence and wearing an extremely silly hat at the last naval review." The 2nd Fleet proceeded to TUN where the Adm was removed from command in a plain paper bag.

VIENNA to PARIS: Your Excellency, I must disagree with your assessment of the war in Europe. This is the first time we have crossed swords with our fellow combatants as well. I find it unlikely that you are the victim in a conspiracy of known parties to eliminate a relative newcomer and upstart from the European Political Scene. Were that true, I too would probably be a target. Rather I suggest you are the unfortunate victim of allies who found a mutual interest in relieving you of your resources in order to support their own territorial interests.

BORIS WORLD PRESS REVIEW

General Gazette: Basha Cacciatorre has found an oasis in India and is forming his own country. General Tetrastru sold the Empress to Hans Solo for the arms. Hans is negotiating a deal for her with Jabba the Hut. Adm Linguni and the Pope are windsurfing somewhere in the Med. Prince Vlad and the Loyal Order of Carpathian Assassins are claiming responsibility for dislodging Russian A RUM.



BRITANNIA

Turn 16
1070-1085 AD



CRUIA: William was not King.

The Cast:

PURPLE: Paul Zieske
GREEN: Chuck Hanna

BLUE: David Anderson
RED: Wayne Morrison

The Board

WELSH (2): 2A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd, & Powys. 1A @ Dyfed.
PICTS (2): 2A @ Skye; 1A @ Alban, Caithness, Dalriada, Mar, Moray, Strathclyde.
CALEDONIANS (2.5): 2A @ Hebrides.
NORSEMEN (1): 1A @ Avalon, Hwicce, Orkneys.
DUBLINERS (1.5): 1A @ Dunedin, Galloway, Lothian.
DANES (2.5): 3A @ Lindsey; 2A @ Pennines.
NORWEGIANS: Herald 3A @ Bernicia, 3A @ North, 2A @ Cumbria, 1A @ York.
NORMANS: William & IC @ Essex; 1A @ Channel, 1C @ Downlands, S Mercia, Wessex; 1A @ Kent, Norfolk, Suffolk, Sussex.

TURN 16 (cont)

DANES (1.5): Grow 1 Population Pt. Move 1A Lindsey-N Mercia.
NORWEGIANS: Move 2A North-Bernicia-Pennines, 1A North-York, 1A York-March, 1A Cumbria-Chester, 2A & Herald Bernicia-Pennines. COMBA (5:1,1+1,1+1,1+1,3,2:5+1,4+1,2+1,1+1:6-2 Danes, 1 Norwegian).
NORMANS: 1C Essex-S Mercia-Hwicce (1,4:1,4:2,4:1,1:3:6-3-1 Norseman), 1C Downlands-S Mercia-N Mercia & 1C S Mercia-N Mercia (3:1:1 Dane r-Lindsey), 1A Channel-Downlands, 1A Channel-Essex, 1A Channel-Wessex, 1L Essex-S Mercia, 1C Wessex-Avalon (6:2-1 Norseman). There is no Kh

Turn 16 Point Count: Green (Welsh +6, Danes +2, Caledonians +2); Purple (Norwegians +6, Dubliners +1.5); Blue (Picts +18, Normans +18); Red (Norsemen +1)

Final Score: Green 124, Purple 101, Blue 90, Red 50.5.

End game statements:

PURPLE: Red, with the Saxons, usually does well in other games I'm in. But it looks like I crushed them too much, and made it easy for the Danes.

RED: I will not take on Arthur again and will learn to submit before I get destroyed by a stronger foe who could afford to gamble.

Congrats to Chuck on a game well played. I enjoyed it even though I played my position poorly and will strive to do better on our next clash over the fields of Britain.

GREEN: I've never seen a game of BRITANNIA where neither the Angles nor the Saxons were significant factors at the end. And I've never seen the Danes score a lot of points, which is why I was so downcast at the damage the Romans did to the Welsh and the Picts did to the Caledonians. But the Angles and the Saxons disappeared, and the Danes did score a lot of points, and I thank them all.

LEGEND: A = army, C = cavalry, L = leader, R = rider, (#) = population points, r = ??? & retreats to ???

The Cast:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

The Board

BELGAE: 1A @ Downlands, Essex, Kent, Lindsey, N Mercia, S Mercia, Norfolk, Suffolk, Sussex, Wessex
WELSH: 1A @ Avalon, Clwyd, Cornwall, Devon, Dyfed, Gwent, Gwynedd, Hwicce & Powys.
BRIGANTES: 1A @ Bernicia, Cheshire, Cumbria, Galloway, Lothian, March, Pennines, Strathclyde, York.
PICTS: 1A @ Alban, Dalriada, Dunedin, Mar, Moray, & Skye.
CALEDONIANS: 1A @ Caithness, Hebrides & Orkneys.

Due next time are orders for the Romans and conditional retreat orders for the rest. Will Wayne Morrison submit standby orders for Blue?



WNNAPISHTIM

EPICHI VII
1958-1914 88
K WILSON WINS!



THE CAST

Michael Teuk (O)
Paul Zieske (P)
Wayne Morrison (G)

Chuck Harris (A)
Kevin Wilson (R)
Dan Osborne (B)

SCARS:

AI: Dee, Win; AII: Fin(BM); AV: Mab; AVI: Che(c), CPC, StK, Ssee(c), Wei, Yan(c), GM, Yel, BII: Iri, Sib(c,f), RM; BIV: Dru, WSt; BV: Iri; BVI: Hin, PPI, Tar, Tur(C, BM).
Q I: CAm(C, f), GIII: Hig(c, f), Mon; GIV: Eln, Mek(2); GV: BSh, BSt, NEP; GVI: CEu(c, RM), CMe, Gui, NAn, NGa(c), SAr, SAn.
OII: Con, Mad; OIII: Cey(3); OIV: Dan, PSD(C); OV: App, Lib, Sho, Soc; OVI: Bal(c), Dai, L, Tie, Nap, SAp(RM), WAn(C, OM), Zag(AM).
PII: Alb(f, PM), Col(c, f); PIV: Sum, WDe; PVI: Bra, EAn, Pyr(C), UTh(PM), Wlb(c, GM).
RII: Cre(f), Low(BM), Mor(c, f), BM, Nil, Nub(f), Pal(c, f), UH; RIV: Ara(c), MTh(c); RV: EDe(PM), ECh(c, AM), GaD(CM), GaV(C, RM), Lin(AM), UIn(BM).
Fleets: Atl(OGP), Bla(C), BoP(A), Car(A), BMS(P), Nth(C), Red(R), SCS(A), WMS(P).

S<ORF (SP/VP): A(51/181), P(56/139), Q(56/105), G(59/149), B(59/118), R(75/151).

EPICHI VII:

Azure, Purple, Orange, & Green all hold. Black passed to Red. Red must pass to Black.

AVSSA (P): Play 1A, C, PM @ NEP (1GV r-Est), 1F @ Nth (5.5:5; 5.5:4 -1OF), 1A @ BSh(5.5:1; -1GV), 1A @ CEu (6.2:5 -1GV), 1A WSt (6.5:4 -1BIV), 1A Tur (5.5:2 -1GVLC +c), 2A @ Hin (2.2:5, 4.5:5; 5.4:6.4:5.2 -1PVI, 1BVI), 1A @ UIn (5.5:2 -1PVI), 1A @ GaV (5.5:2 -1PVI, C +c), 1A @ GaD (5.4:1 -1RVI), 1A @ Lin (6.2:1 -1RVI). Score: 139 + C(2x2) + c(1) + M(3x1 +5) + S(3) + Mid E(P=1) + India(D=6) + S Eur(P=2), N Eur(D=8) + SE Asia(P=2) + Eurasia(D=4) + S Amer(P=2) + SS Afr(P=2) = 189.

MANCHUYNASTY (G): Play 1A, C, OM @ Man, 2A @ CPC (5.2:5.3; 6.4:6.1; 6.6:6.1; 4.1:4.1; 4.1:4.2; 6.3:6.4; 6.6:4.2 -1GVII, 1AVI), 1A @ Che (3.1:3; 3.2:2 -1GVLC), 1F @ SCS (5.5:5; 2.1:1 -1AF, 1A @ Mal (6.6:4.1 -1AV), 1A @ Yan (6.5:5 -1AVLC), 1A @ Sil (6.5:5 -1AVI), 1A @ GaD (4.5:2.1 -1PVI), 2A @ GaV (5.4:5; 2.1:2; 3.3:1 -1GVII, 1PVI), Score: 149 + C(2x2) + c(2) + M(2x2 +2) + S(1) + China(D=6) + India(P=3) + S Eur(P=2) + N Eur(D=4) + SE Asia(P=2) + Eurasia(P=2) + N Amer(P=3) + S Amer(P=2) + SS Afr(P=2) = 188.

WTKA: No show.

FAANCE (A): Play "Disaster at Sea" @ Red (-1RF). Play "Leader", 1A, C, AM @ WGa, 2A @ NGA (5.4:2; 5.5:4.3 -1AVII, 1GVLC), 1A @ CEu (6.5:3.4.1 -1PVI), 1F @ Atl, 1F @ Pac, 1A @ PSh, 2A, AM @ Che (5.4:4; 6.4:2.5.1 -1AVII, 1GVII), 3A @ Egh (5.5:1; 6.5:4.2.1; 5.4:6.4:5.1 -2AVII, 1RVI), 1A @ WDe (5.5:5.3 -Leader, 1PVI), 1A @ Lin (3.1:1 -1PVI), 1A @ Mat (3.2:4 -1GVII). Score: 181 + C(1x2) + c(1) + M(4x2+1) + S(2) + China(D=5) + India(D=6) + S Eur(P=2) + N Eur(D=3) + SE Asia(P=2) + N Amer(D=6) = 171.

AFITAN (O): Play "Fascism", Play 1A, C, OM @ Alb (-1PILI), 1F @ Nth (6.5:5.6 -1PF), 1A @ Pal, 1F @ Pac, 2A @ Che (4.5:1.6.1; 6.5:1.6.1 -1GVII, 1AVI), 1A, OM @ SAr, 1A @ Hok, 1A @ Eln (5.5:1.3; 1 -1GVI), 1A, OM @ Aus, 1A @ NGA (6.5:1.4 -1AVI), 1A @ WGa (3.5:3.1 -1AV, LC +c), 1A @ Mex, 1A @ PSh (2.5:1.1 -1AVII), 3A Yan (3.5:1.6; 2.5:1.6; 5.5:4.4 -2GVII, 1GVII), A Wei (5.5:2.1 -1AVI), 2A @ Tar (4.5:2.6; 6.5:4.4 -1GVII, 1BVI). Score: 105 + C(3x2) + c(3) + M(4x2 +6) + S(2) + Mid E(P=1) + N Afr(P=1) + China(D=6) + India(P=3) + S Eur(D=4) + N Eur(D=8) + SE Asia(P=2) + N Amer(D=6) + S Amer(P=2) + SS Afr(D=4) + Nip(P=2) + Austr(P=1) = 170.

JAPAN (RV): 1A, C @ Hon, 1F @ SoJ, 1A @ Kor, 1A @ Man (6.2:6; 4.3:2 -1GVLC +c), 1A @ Hok (3.1:6 -1RIV).

USA (R): Play 1A, C, RM @ App (-1OV), 1A @ GLa, 1A @ GPI, 1A @ Dee (6.5:4 -1AI), 1F @ Atl, 3A @ WGa (5.1:5.5; 1.1:6.5; 5.3:3.2 -2RVII, 1GVII), 1A @ Con (5.1:5.4; 5.5:2.2 -1OII), 1A @ SAr (1.1:4 -1RVI). Score: 151 + C(2x2) + c(5) + M(1x2 +5) + S(1) + Mid E(P=1) + N Afr(D=2) + India(P=3) + S Eur(P=2), N Eur(P=4) + N Amer(D=6) + SS Afr(P=2) + Eurasia(P=2) + Nip(D=4) = 194.

--Continued on p 5



VENGEANCE IS MINE

ORs 5.1 & 5.2



PLAYER HOLDINGS:

Wayne Morrison: 6-PRR(P), \$38 (Priority Card)
 Don Chinnery: 5-NYC(P), 1-B&O: \$45
 John Buatta: 6-CPR(P), C&SL: \$38
 Paul Tieske: 6-B&M(P), C&A: \$27
 Chuck Hanna: 6-B&O(P), 1-NYC: \$51
 Michael Quist: 6-C&O(P), D&H: \$44

Operating Round #5.1

Private Incomes: +\$5 NYC, +\$10 John, +\$15 Michael & +\$25 Paul

B&M - Place home token in E23, upgrade F22 w/tile #15(w), place token in E19 for \$40, no train or run - stock falls to A 90, purchase 1-"B" train for \$180 and buy C&A from Paul for a meager amount of \$300. Treasury = (\$1000-\$40-\$180-\$300) = \$460

CPR - Place home token in A19, purchase C&SL from John for \$30, lay #58 in B20(sw) using C&SL and lay tile #1 in C19(ne) for \$80, no train or run - stock falls to B 82. Purchase 1-"4" train for \$300, treasury = (\$900-\$30-\$80-\$300) = \$440

"2" Trains are scrapped!

C&O - Place home token in F6, lay tile #7 in G5(nw), no train or run - stock falls to B 82b. Purchase 1-"4" train for \$300, treasury = (\$900-\$300) = \$600

NYC - Upgrade F13 w/tile #17(ne), run train - E19-F20-F22 for \$70, payout \$7/share dividend! +\$35 Don, +\$7 Chuck, & +\$28 NYC, stock moves to E 90. Purchase 1-"4" train for \$300, treasury = (\$423+\$5+\$28-\$300) = \$156

B&O - Lay tile #59 in H18(ne), place token in H16 for \$100, run train - I15-H16-H18 for \$120, withhold \$120! - stock falls to F 75. No train purchase, treasury = (\$484-\$100+\$120) = \$504

PRR - Lay tile #8 in H8(nw), run trains - H18-H16-I15 for \$120 & I15-H12-H10 for \$80, payout \$20/share dividend! +\$120 Wayne & +\$40 PRR, stock moves to E 32. No train purchase, treasury = (\$340+\$40) = \$380

Operating Round #5.2

Private Incomes: +\$5 NYC, +\$10 CPR, +\$15 Michael & +\$25 B&M

NYC - Lay tile #2 in G17(se), run trains - G17-E19-F20-F22 for \$80 & F23-F24-E23 for \$70 - payout \$15/share dividend! +\$75 Don, +\$15 Chuck, & +\$60 NYC, stock moves to E 100. No train purchase, treasury = (\$156+\$5+\$60) = \$321

B&M - Upgrade E23 w/tile #53(w), run train - E23-F24-F22 for \$90, payout \$9/share dividend! +\$54 Paul, stock moves to A 100. No train purchase, treasury = (\$460+\$25) = \$485

PRR - Lay tile #55 in G7(se), run trains - H18-H16-I15 for \$120 & I15-H12-H10 for \$80, payout \$20/share dividend! +\$120 Wayne & +\$40 PRR, stock moves to E 90. No train purchase, treasury = (\$380+\$40) = \$420

CPR - Lay tile #8 in D18(ne), run train - E19-B20-A19 for \$80, payout \$8/share dividend! +\$43 John, stock moves to B 90. No train purchase, treasury = (\$440+\$10) = \$450

C&O - Lay tile #51 in F4(nw) for \$80, run train - F6-G7-H10-I15 for \$110, payout \$11/share dividend! +\$67 Michael, stock moves to B 90b. No train purchase, treasury = (\$600-\$80) = \$520

B&O - Upgrade H5 w/tile #23(w), run train - I15-H16-H18 for \$120, payout \$12/share dividend! +\$72 Chuck, +\$12 Don & +\$36 B&O - stock moves to F 80. No train purchase, treasury = (\$504+\$36) = \$540

COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens	P.C.
NYC	1-"3" & 1-"4"	\$100	4	---	---	\$221	2	3VNRH
B&M	1-"2"	A 100	0	4	\$100	\$485	0	C&A



MERCHANT OF VENUS

Turns 16.6-19.1



The Cast:	Role	Race	Ship	This Time	Next
Mike Quist:	Little Fuzzy	Nik	Sc	5,4,2/5,4,1/6,6,2	2,1,1/3,2,2
Debbie Osborne:	Equina	Whynom	Tr	4,4,1/1,1,1/4,3,2	5,4,3/
Chris Haxler:	Y.U.C.H.	Human	Cl	4,3,2,1/6,6,6,1	5,5,2,2/6,4 3,2/6,4,2,2
Richard Weiss:	H.E.A.D.	Quesath	Tr	5,2,1/5,5,1	6,5,5/5,4,3
Don Chinnery:	Gismo	Screeper	Sc	6,2,2/5,3,2	3,2,1/4,2,1
Bill Werdelmann:	W.D.M.	Dell	Cl	4,3,3,2/5,5,4,3	4,3,2,2/6,3,3,2

Turns 16.6-19.1:

Little Fuzzy: (5,4,2) Y10(s)-R10-B10-R10-B-Y-B-R-OB-A-B30
Equina: (4,4,1) <Cobble Ports(s). Buy Cobble Port (+\$200).
Y.U.C.H.: (4,3,2,1) <Terror Station(p)>-R20(-\$20)-Y-B-R-B-Y-B-R-TG6-Y.
H.E.A.D.: (5,2,1) <Poisonport(p)>-R-TG6-TG6-Terror Station(p). Sell two Servomechanisms (draw two Rock Videos) and three Megalithic Paperweights (+\$400-270; +\$10-27 Kickback to YUCH).
Gizmo: (6,2,2) <Titan's Tower(-)> Jump Start to TG6-Y-B-NC6-A-NC6-A-Wet Landing(p). Sell Pipe Organ (draw Demand for Dust +\$50 \$5), purchase factory and Canned Traits, Jettison Fare to 10, buy Combined Drive (+\$160-16-200-20-120-30-300-30).
W.D.M.: (5-5-4-3) <Comfort Station(s)>-OB-B-B-OB-R-Y-B-Y-B.
Little Fuzzy: (5,4,1) <B3(s)-Asteroid City West. Sell Gems with Bonus (draw Servomechanisms and Mulch Wine and buy Psychoic Sculpture (+\$120-50-160)).
Equina: (1,1,1) <Cobble Ports>-OB-R.
Y.U.C.H.: (1,6,5,1) <Y>-B-NC6-A-NC6-A-Wet Landing(p). Sell two Megalithic Paperweights (draw Rock Video and Fare 5-Base \$140) and buy two Voll Silk (+\$320-280; +\$32-28 to Gizmo).
H.E.A.D.: (5,5,1) <Terror Station(p)>-R20-A-A-R-B-Y-NC1-R-Y-R-Grand Port(o).
Gizmo: (5,3,2) <Wet Landing(p)>-R(-R)-B(-Y)-NC2(-R)-Y(-R)-Space Station-A-NC2-Base.
Deliver Fare (+\$110, draw Demand for Spice +\$40-40).
W.D.M.: (5-5-4-3) -R-B-OB-Y-OB-R-Y-R-NC5-Multigeneration Ship. Sell Perfume with Bonus (draw Servomechanisms and Rock Video) and buy Mulch Wine (+\$140-60-20).
Little Fuzzy: (6,6,2) <ACW>-A(Spy Eye)-Y-7(Laser). Stop and get.
Equina: (4,3,2) <R>-Y(-Y)-B-R-B(-Y)-B-R-B-OB-R-E.

Due next time are three orders from YUCH and two orders from everyone else. Your rolls are above. Triangles are ships, hexagons are factories.

Culture Summary: 1a: Giant Planet. Bionic Perfume(3), port(3), factory.
1b: Water World. Voll Silk(5), port(1), Fare to 10.
2: Desert World. Space Spice(1), port.
3: Multigeneration Ship. Mulch Wine(2), port, factory, demand for Spice (+\$60).
4a: Colony World. Finest Dust(1), port(1), demand for Wine (+\$60).
4b: Inhabited Moon. Rock Videos(4), port(2), factory, demand(3) for Spice (+\$4).
5: Ice Planet. Melt Pelts(6), port, demand(2) for Wine (+\$40), demand for Dust (+\$50). Fare to Base (\$140).
6: Space Station Planet. Immortal Grease(4), port, factory, demand for Pelts (+\$7a: Interstellar Biosphere. Chiclé Liquor(4), demand for Dust (+\$50).
7b: Polluted Planet. Servomechanisms(2), Pedigreed Bolts, port(1), demand(3) for Dust (+\$50), demand(3) for Grease (+\$50).
8: Rogue Planet. Impossible Furniture(5), port, factory, demand for Liquor (+\$6).
9a: Jungle World. Designer Gears(4), port(2), factory, demand(2) for Liquor (\$-60), demand(2) for Grease (+\$50).
9b: War-Torn System. Megalithic Paperweights(1), port.
10: Asteroid System. Psychoic Sculptures(1), port(2), factory.

Equina	Yngvi's Universal Clearing House
Thunderbolt Immortal Greaseslapper II (Tr)	Profit Monger II (Cl)
Hull: Yellow Drive	Hull:
Holds: Finest Dust(2), Fare to 9a	Holds: Paperweights(2)
Cash: \$81	Cash: \$87
IOUs: \$100(\$8)	Deads: \$300
Factories:	Factories: #9a, #7a
Ports: Desolation Landing, Cobble Port	Ports: Terror Station

Horizon Expanding Aphrodisiac Deadheads	Gismo
Weir II (Tr)	Pacific 2-3-1 (Sc)
Hull: Shield	Hull: Jump Start
Holds: Megalithic Paperweights(2)	Holds: Canned Traits, Combined Drive
Cash: \$140	Cash: \$278
IOUs: \$60(\$4a)	Deads: \$700
Factories: #5	Factories: #9b, #1b
Ports:	Ports: Wet Landing, Poisonport

We're Dell, Men
Firebreathing Ornithopter II (Cl)
Hull: Switch Switch
Holds: Finest Dust, Mulch Wine
Cash: \$550
Factories:

Little Fuzzy
XT-3 Seeker (Sc)
Hull: Gate Lock, Autopilot, R Shield
Holds: Psychoic Sculptures
Cash: \$151
Factories: #2



1835

MS Floaist



Achtung! Don has pointed out that my misorienting Don's play of Tile 202 in 13 in OR 7.2 disallowed his (actually) legal upgrade of 13, costing BY 20M in OR 7.2 and an extra 1M/share to the OR 8.1 dividend. BA has 315M, not 189. Fruch couldn't sell a share of SX that he didn't own so ER 8.2 should've concluded as follows:

Fruch sells 1 BY and buys 1 BA (41M+150-80 = 111M). BA sold out! BY drops to C130.
Chinnery, Tsuk, and Fisher pass.
Zieske sells 1 SX and 1 BA and buys 2 HE (43M+104+80-168 = 59M). HE sold out! BA drops to F74. SX drops to F98.
Fruch buys 1 BA (111M-74 = 37M). BA sold out.
All pass.

Spickstichung: (Aktienlimit = 9, 0 = at limit)

Farrow 213M, 6 BY (Dir)
Buitte 73M, 9 SX (Dir), 1 WT
Fruch 328M, Braun, #2, 7* BA (Dir)
Chinnery 190M, Mann, #1, #5, 2 SX, 3 PR (oder Zug)
Tsuk 143M, #6, 2 BA, 7 WT (Dir) @
R. Fisher 273M, #2, 3 BY, 2 SX, 1 BA, 1 HE
Zieske 154M, PH, #4, 9* HE (Dir)

Gesellschaftsteilung:

Name	Value	Pool	I.O.	Cash	Train-	Tokens
#1			0	0	2+	B2
#2			0	0	2+	E19
#3			0	115	-	F14
#4			0	246	-	C5
#5			0	195	-	E19
#6			0	190	-	C11N
BY	C152	1	0	493	2+,3	C15 L1-N, J8, (2)
SX	F106	1	0	622	2+,3	H18 H20, (1)
BA	F86	0	0	315	3+,3+	L6(SW), H2
HE	C82	0	0	569	2+,3+	J8, (1)
WT	E78	0	2*	42	3+,4	N9, (1)
PR	D154	0	1	(+62)	--	(2)

Betriebsrunde 8.2:

Friends pay Zieske (+15M), Fruch (+25M), and Chinnery (+30M).

#1: No tile play. Run H4-H2 13-11 (100M). Pay (P1 +50M & DC +50M).
#2: Lay #16 in F10(W). Run 22-E19-C11E-B12 (100M). Pay (P2 +50M, MMF +
#3: No tile play. No train, no run.
#4: No tile play. No train, no run. Buy 2+1-train from HE for 246M (246M-246 = 0M).
#5: Lay #9 in C17(se). No train, no run.
#6: Lay #87 in B14(e). No train, no run. Buy 3+3-train from WT for 180M (190M-10 = 0M).
BY: Lay #23 in K7(ne) Place Token in J4N (493M-140 = 353M). Run J6N+J9-H2 (110) & 11-13-J4-J8 (100). Pay (DP +126M, RP +63M, BY +21M). Price shares to C170. Buy a 4 train 195M+21-360=121.
SX: Lay #15 @ H16(nw). Run 117-H20-C18-E21 (100M) & H16 E19-C11E (110M). Pay (J8 +105M, DC +42M, RP +42M, SX +21M); price rise to E114.
BA: Lay #24 in K5(nw). Run M5-L6-K5-11 13-14 (150M), H2-G3-G5 (100M), and H2-13 J6N (110M). Pay dividends (MMF +252M, MT +73M, RP +30M); stock goes.
HE: No tile play. Play token in 13 (415M-0 = 715M). Run K6-11 13-J4-J8-J6 (140M). Pay (P2 +126M, RP +14M). Price returns to C84. Buy 4 train from the bank (755M-360 = 395M).
WT: Play #8 in M11(w). Run M9 N12-C15 (70M). Pay (3IT +49M, J8 +7M); price returns to D84.

Aktienrunde 9

Chinnery buys 2 WT (3125-168 = 144M @). WT sold out!
Tsuk sells 2 BA and nationalizes 2 WT from Chinnery (204M+160-252 = 212M). BA drops to F88.
Fisher buys 1 BY (431M-170 = 261 @). BY sold out!
Zieske buys 1 PR (275M-154 = 121M @). PR sold out! M3 available!
Farrow buys MS Directorship (359M-181 = 178M)
Buitte buys 1 SX (185M-114 = 71M). SX sold out!
Fruch buys 1 BA (66M-88 = 78M @)
Chinnery passes. Tsuk buys 2 MS (212M-180 = 32M).
Fisher and Zieske pass. Farrow buys 2 MS (170M-180 = 90M). MS lowest OL available.
Buitte passes. Fruch buys 1 BA (57M-88 = 49M @). BA sold out!
Chinnery, Tsuk, Fisher, Zieske, Farrow, and Buitte pass.
Fruch nationalizes 1 BA from Fisher (578M-131 = 35M @).
Chinnery and Tsuk pass. Fisher buys 1 NS (305M-80 = 225M @).
All pass.

BY, SX, BA, & WT are sold out. They rise to B188, D124, E90, & C88b respectively. Chinnery has der Zug.

Our next hint are your orders for Betriebsrunde 9.1 (OR 9.1) and 9.2. Zieske has *der Zug*. Since the 4+1-train will likely be bought by SX & MS in the next BR, plan accordingly that 2+2-trains will be scrapped, and the PR must *form*. Should a 5-train fall, the private and innards go away and we have a phase change (train limit 2 [except PR], brown tiles available).

Spickstiching: (Aktienlimit = 9, @ = at limit)

Pascou 19M, 6 BY(Dir), 4 MS* (Dir)
 Bulitte 71M, 6 SX(Dir), 1 WT
 Freuh 358M, Braun, #2, 10* BA(Dir) @
 Chinnery 346M, Mann, #1, #5, 2 SX, 3 PR
 Tsuk 52M, #8, 9* WT(Dir), 2* MS
 R. Fisher 228M, #3, 4 BY, 2 SX, 1 HR, 1 MS @
 Zieske 121M, PB, #4, 9* HS(Dir), 1 PR @ *der Zug*

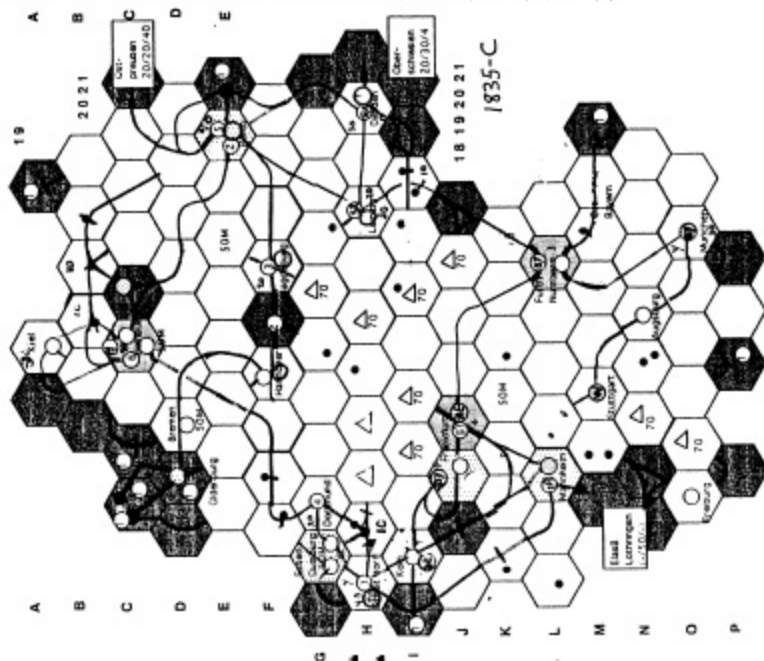
Beschäftsteling:

Name	Value	Pos	I.O.	Cash	Trains	Tokens
#1			0	50	2+	H2
#2			0	50	2+	E19
#3			0	115	-	F14
#4			0	0	2+	G5
#5			0	195	-	E19
#6			0	0	3+	C11N
BY	B18+	0	0	11	2+3,4	O15, L14N, J8, J4N, (1)
SX	D12+	0	0	643	2+3	H18, H20, (1)
BA	E90	0	0	315	33, 3+	L6 SW, H2
HR	C46+	0	0	355	3+4	J8 13
WT	D80+	0	0	400	3+4	MS, (1)
MS	E40	0	3	560	---	(2)
PR	D15+	0	3	(616)	----	(2)

Verfügbare Züge: 4+, 55, 5+, 86, 6+6+6+6+.

The Bank has 820151.

Verfügbare Bleisteden: #1(1), #2(1), #3(1), #4(1), #5(3), #6(2), #7(8), #8(4), #9(1), #12(0), #14(2), #14(1), #15(0), #16(2), #18(1), #19(1), #20(2), #23(6), #24(2), #25(3), #26(1), #27(2), #28(1), #29(1), #55(1), #56(1), #57(0), #58(2), #69(1), #87(6), #88(2), #203(2), #204(1), #205(1), #206(1), #207(1), #208(0), #210(0), #211(6), #212(1), #213(1), #214(1), #215(0).



PRR	2-73	B&O	2	2	\$82	\$430	2	
CPR	1-74	B&Oa	0	4	\$90	\$450	3	C&SL
C&O	1-74	B&Ob	0	4	\$90	\$520	2	
B&O	1-73	PSI	3	---	---	\$540	0	

Trains Available: 4, 555, 66, DDDDD

Files Available:

Yellow: 1(1), 3(1), 4(2), 7(2), 8(7), 9(6), 57(1), 58(1), 69(1)

Green: 14(1), 15(1), 16(1), 18(1), 19(1), 20(1), 21(1), 24(3), 25(1), 26(1), 27(0), 23(1), 29(1), 54(1), 59(1)

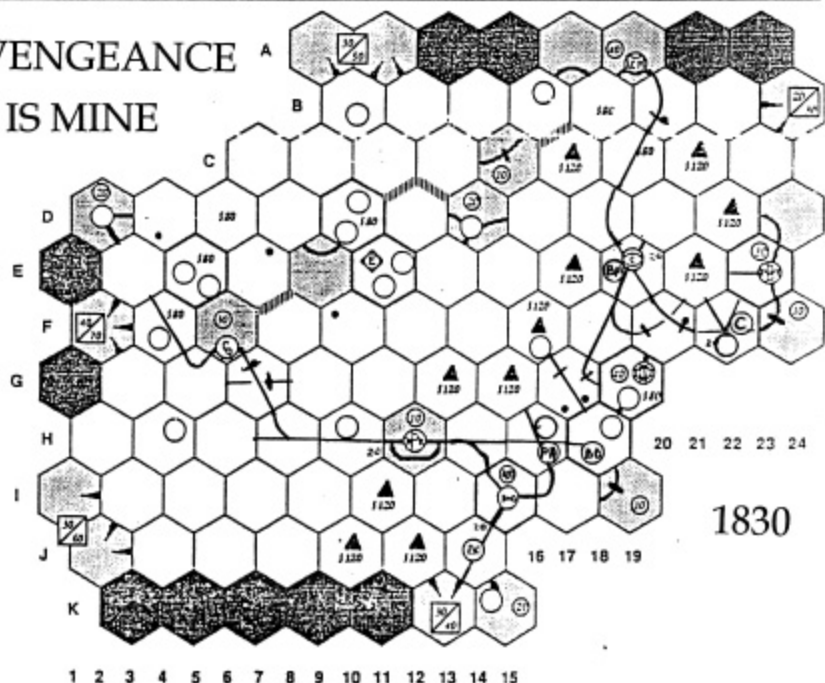
PLAYER HOLDINGS:

Wayne Morrison: 3-FRR(P): \$378 (Priority Card)
 Don Chinnery: 3-NYC(P), 1-B&O: \$167
 John Bulitta: 3-CPR(P): \$171
 Paul Zieske: 3-B&M(P): \$426
 Chuck Hanna: 3-B&O(P), 1 NYC: \$145
 Michael (joint): 3-C&O(P), D&H: \$140

Comment from G21 - the future prospects of the NYNH is very bleak - however, a lesson learned in the '94 1830 Ins game at Avalon Con. revealed a strategy of starting a company with the INTENTION of never running a train to shift the cash to another railroad - this circumstance may make that effort worthwhile. (any volunteers??)

DUE TEXT: Orders due for next time will be for Stock Round #6, please try to communicate your general intentions with your orders. Deadline to Mark is 28 Feb 96.

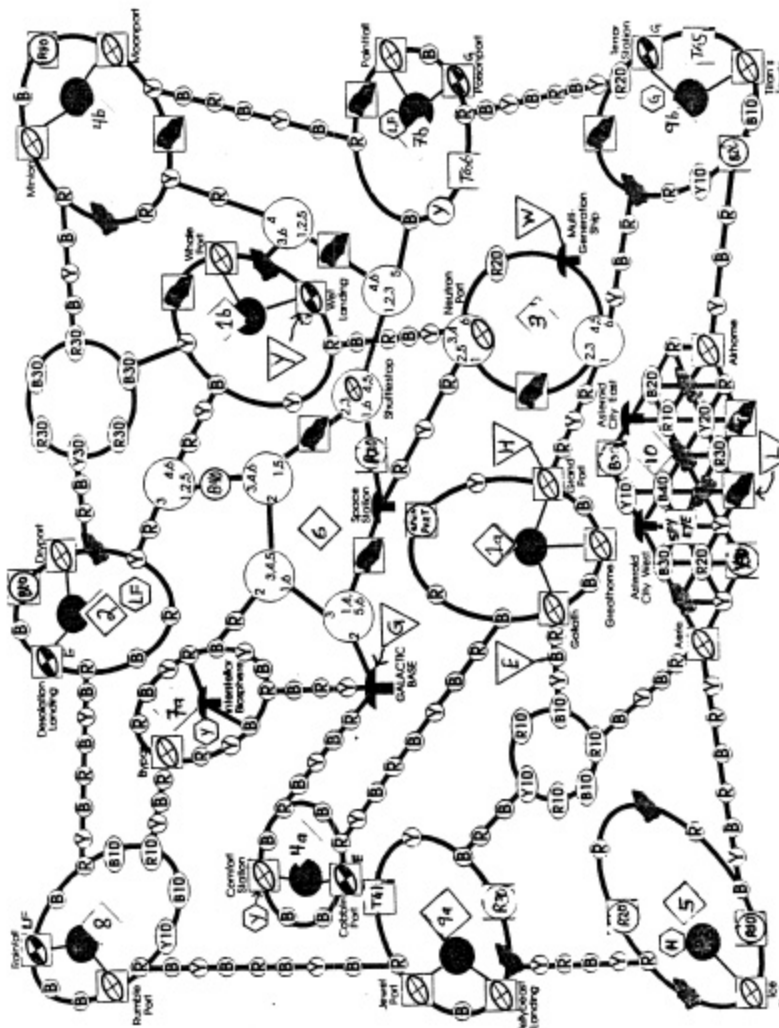
VENGEANCE IS MINE



PRICES:

Yngwie - Heed: I thought I would avoid that problem by buying them in orbit. I appear to have been only partially successful....

HEAD-All those tourists depending upon the Quesneth. I hope the weather is fine for y'all and the supply of Combined Drivers is not exhausted. I am trying to get off the beaten path. Robert Frost (and again, Poet Laureate of Vermont, "The Road Less Travelled" and all that. Which is also a modern psychobabble book by M. Scott Peck.





(ADV) CIVILIZATION

Let's get organized!



SIGNED UP: Beck, Boyum, Carbonneau, Farrow, Morrison, Naest(?), Deb Osborne, Ringhoffer, and Zieske.

The first thing we need to do is decide upon what we're playing, with what options, and how to handle the Trading Phase. I'll discuss each of these in turn.

ADVANCED CIVILIZATION is much like basic CIVILIZATION except for these points:

- 1) Up to 7 players can play CIV, up to 8 can play ADV CIV.
- 2) The "Resolve Calamities" phase precedes the "Acquire Civ Cards" phase in ADV CIV.
- 3) The AST has been altered (again) in ADV CIV.
- 4) The Trade Expansion deck is standard in ADV CIV.
- 5) Four new tradable calamities are introduced in ADV CIV. They are Treachery, Superstition, Slave Revolt, and the ever popular Barbarian Hordes. A player can no longer be the primary victim of more than two calamities in a turn.
- 6) When trading in CIV, one announced the number of cards offered, their total points and one commodity in the deal. In ADV CIV one need only state the number of cards and the identities of two of the cards to be dealt.
- 7) When you sack an opponent's city in ADV CIV, you may "loot" a random trade card from the victim's hand and transfer 3 tokens from your stock to treasury.
- 8) ADV CIV adds a 5th Civ Card color group (Yellow = Religion). Mysticism now costs 50 and belongs to both the Yellow and Blue group.
- 9) In CIV, "Law" is the only CIV card with 7 in the deck; in ADV CIV there are 8 of every card, nor is there an 11 Civ Card hand limit.
- 10) New Civ cards have been added: Mathematics (250, Blue & Green), Mining (130, Orange), Road building (140, Orange), Military (180, Red), Desert (80, Yellow), Theology (250, Yellow), Enlightenment (150, Yellow), and Monotheism (220, Yellow).

Optional rules in this case means whether we'll use the Western Expansion map or not, and if we're playing CIV, whether to use the expanded trade deck. There are variants mentioned in ADV CIV rules/Gamer's Guide, but let's not run before we can walk.

The Trading System: I'm offering a choice of three systems.

- 1) Normal. Players write, call, and fax each other and make deals, sending the GM a note on what they transferred. This might work if we went to two month turns.
- 2) A player's orders would list 1st, 2nd, and 3rd choices and the priority of cards they are willing to trade, along with conditions such as points, number of cards, players to be denied certain cards, etc. No player would be allowed more than 5 trades per round. The player to deal first would be determined randomly.
- 3) The Trade Phase would be replaced by a "Market Phase". The players draw Trade cards normally, then may sell some for cash back to the market and may buy one of each commodity not sold with the cash at a price usually higher than the face value of the card. Further, the market itself will offer specific trades. Calamities are now neither drawn nor traded, but will be assigned to the players based on who's had the least beginning when at least one player has 3 cities. A second, completely random calamity will be assigned once at least one player has 5 cities.

Well, that's about it. Let me know if you'll play only CIV or ADV or either, whether to use the expansion trade deck (CIV only), and the Western extension map, which of the trade options you prefer (and which you won't play under), and finally your nation preference list and initial starting location for each. Use the map opposite to name the provinces. Africa and Italy/Iberia should send starting locations both with and without the Western extension map. If we get sufficient agreement, we'll begin in earnest next time.

ADVANCED CELLZATION
Conference Map





QUINTUS TRAMPLED!

OPP.	COLOR	PLAYER (C/M/F/A)	CART	WOUNDS	TEAM	END	SPEED	D/E
2-1	White	Angela Amazonae (F/8)	H	0/0	1442	12	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	02	18	2/2
8-1	Blue	Quintus (+1/6)	H	4/0	644-	02	15	2/2
9-1	Black	Flippus & Maximus (+1/6)	H	0/0	543-	02	13	2/1
11-1	Red	Mercia Vctoria (+1/8)	M	0/0	5436	02	19	3/2
17-1	Green	Middus Iavidus (0/5)	H	0/0	6541	01	16	3/2
20-1	Yellow	Rendius Rebus (+2/8)	H	0/0	-232	08	09	2/2
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/2

Sartorius: 17, no whip. Ahead 17.

M. Victoria: 19, no whip. Ahead 19.

Quintus: 14, no whip. Wheel check (3 = flip; location 7 = right 1, ahead 3; out free 2-1 free) after being dragged 1 space; injury 6 -> 3 DH boxes. Team ahead 14.

M. Davides: 15, no whip. Ahead 4, driver lash Flippus Maximus. Flippus accepts the attack (7+0 vs 9-1 = -3 columns; -0 = W; -1 DH box, -2 MP, critical hit = 7 = deep wound -1 DH box). Ahead 1, attack F. Maximus cart-horse; Flippus accepts the attack (8+3 = 11 = 3 injury pts to #1 horse). Ahead 8.

R. Rebus: 9, no whip. Ahead 1.

L. Lucius: 12, no whip. Ahead 11, out 1, ahead 1.

F. Maximus: 13, no whip. Lost 2 MP to lash and 3 MP to horse injury. Ahead 8.

A. Amazonae: 11, no whip. Ahead 4, tramp Quintus (lose 5 MP), ahead 2.

Due next time are orders for Turn 17. These should include the usual: speed, whether to whip or not, whom to attack and how (i.e. the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Watch your Endurance!

OPP.	COLOR	PLAYER (C/M/F/A)	CART	WOUNDS	TEAM	END	SPEED	D/E
2-1	White	Angela Amazonae (F/8)	H	0/0	1442	12	11	2/2
7-1	Purple	Sartorius (+2/9)	M	0/0	5434	03	18	3/2
9-1	Blue	Flippus & Maximus (+1/4)	H	0/0	243-	02	10	2/1
11-1	Red	Mercia Vctoria (+1/8)	M	0/0	5436	02	19	3/2
17-1	Green	Middus Iavidus (0/5)	H	0/0	6541	01	16	3/2
20-1	Yellow	Rendius Rebus (+2/8)	H	0/0	-232	08	09	2/2
71-1	Pink	Luscious Lucius (+2/7)	H	0/0	532-	02	12	2/2
---	Blue	Quintus (RIP)	W	-/-	644-	02	14	2/2

--'Disappointment' (continued from p 7)

GRANDY (B): Play 'Plague' @ Che (2.2.1.1 -1AVI). Play 'Albee'. Play 1A @ C.M @ B50 (-1FVII). 1P @ Nih (5.3 S-1OP). 1P @ Pth. 1P @ Ind. 1A @ WCh. 1A @ EAr. 1P @ Pan. 1A @ Che. 1A @ CEu (2.1.1 -1AVI). 3A @ App (2.1.4.1: 5.5 6.5; 4.2 6.2 -SEVII). Score: 113 + C(-x2) + c(1) + M(1x2 + 1) + S(1) + Mid C(P=1) + China(P=3) + India(P=3) + S Eur(P=2) + N Eu(P=4) + SE Asia(P=2) + Surasia(P=2) + 3S Afr(P=2) = 145.

Score (SP/MP): R(85/194), P(68/181), G(71/187), A(66/171), O(76/170), B(69/145).

Congratulations to Kevin for a well fought victory. Due next time are end game statements. Shall we do this again?



DUNE

They Speak!



Endgame Statements

ERRATA: Fremmen dialed 7. Guild won the battle 8-7. Shadout Moper is in the tanks.

THE CAST

FREMEN (Morrison): Oh but for money and good cards. I had good position but the weather and my purchases of cards went sour after the first two turns. It would have helped if someone else had received all the attention. I drew so many attacks that the Guild was able to slip in (having all my leaders who were alive sitting in Harkonnen prison did not help either). My hat is off to Dave for waiting for the right time to make his move.

I held on to the Family Atomies and the Weather card hoping to catch more flies in the cement. Unfortunately I never had enough flies in the right place to make that killing as the Guild never went in there.

GUILD (Anderson): I won!!

HARKONNEN (Bryden): I thought that we were playing longer game requiring four strongholds to win. ... how annoying.

GM: I thought Harkonnen was going to win this one easily after he posted the Fremmen twice, but he inexplicably started grubbing for spices (with a full hand and 7 leaders) and lost sight of the objective. Dave saw an opportunity to prey on a toothless Fremmen while Atreides was recovering. Harkonnen was out spice-grubbing, the Bene Gesserit still ran dispersed, and the Emperor weakly reinforcing Arrakeen. And he took it. Congratulations to Dave for a fine piece of sneakiness.

So far we have Dave Anderson, Ron Fisher, Kevin Wilson, Deb Osborne, John Bryden and that old sanddog Wayne Morrison signed up for a sequel. Could take two more. If we have seven or more, we'll add the extra Treachery cards from the expansion games. The standard phn game includes all optional and advanced rules except the "4 Stronghold" victory condition. We will offer these options:

- 1) Alliances can't win.
- 2) It takes 4, not 3, strongholds to win.
- 3) The Bene Tleilaxu, IX, and Landeriad can be chosen as factions.
- 4) The "Spice Harvest" expansion (won't be easy).
- 5) "The Duel" expansion (easy, but probably brutal).
- 6) The Bryden Rule: If Option "1" is in effect, an Ally need not share its power.

Interested (and signed up) players should send their faction preference list and votes on each of the six options. Majority prevails. If we have 7 or 8 players, option #2 automatically fails and #3 succeeds.

REFERENCES:

1. T. Snyder, "Arrakis By Airmail: PBM DUNE," *The General*, 20, #4, pp 17-19.
2. E. W. Burke, "DUNE Scenario: The Ixian Jihad," *Heroes*, 1, #1, pp 46-47.
3. E. L. Davis, "Reiving the Chola: A Variant on the Bene Tleilaxu in DUNE," *The General*, 18, #5, pp 40-42.
4. E. Burke, "The Landeriad Maneuver: A DUNE Variant," *The General*, 26, #1, p 26.

Copies of any or all of the references will be available to any prospective player who sends a \$AS2 (\$24 in the US, 464 (US) in Canada, \$1 (US) overseas) with the request.



MAGIC REALM

Bessie Arrives!

Day 8



THE CAST:

Dave Anderson:
John Butts:
Marcel Carboneau:
Don Chinnery:
Dan Farrow:
Dan Caberne:
Debbie Osborne:

Bessie the Berserker
Willie the Pilgrim
Amber Rose the Amazon
Ravi the (optional) Wizard
Simplem the Sorcerer (aka Misty)
Smaug of the Dark Helmet, a Black Knight
Thorn of the Grotto, an Amazon

EVENING 7

Willie casts "Small Blessing" using his MAGIC 14* chit: 5.4 = Health (MAGIC 14* chit rented). Amber Rose plays a MOVE 14 chit and runs away towards Cr

WHITE

MONSTER ROLL = 1

Day 8

MONSTER ROLL = 3

Pat @ NW4: SP(enchanted tile using MAGIC 118* & GREY 4). RIMAGIC 118*, RIMAGIC 114*, SP(convert MAGIC 114* to GREY).

Bessie @ Inn: H(5.4 = n), HR(5.4 = x4, hire Ralph, -40), HR(6.5 = nd), HR(3.1 = x2, hire Roger, -20). The Patrol (Peter, Paul & Perry) arrive at the Inn.

Smaug @ C12: M C11, H(9.5 = y). Reveal Shink C. Paul 6: Tootanue moves to C11. Simplem @ BL1: H(5.5 = y), R (MAGIC 114*), R (MAGIC 118*), SPX. SP(enchanted MAGIC 114* -> Purple). Ravel Snake C. Hoard 6.

Thorn @ C16: H(6.4 = n), S(Locate 4.1 = chits), S(5.4 = nothing), S(6.2 = nothing), M C13 (cancelled). Reveals Ruins M, Sither 3.

Willie @ DW2: H(3.2 = y), H, H, M DV2. Two ghosts move to DV3. Amber Rose between Cr5 & Cr6: M Cr5, M Cr6, H(2.2 = y) M Cr5, M Cr6. Reveals Dark M, Lost Castle 1, Colma 5, Rutter 2, Patter 3, Patter 5, Hour 6.

COMBAT: The Patrol ignores (S.R. = 14) Bessie he may reciprocate or attack with R7 & R6. Willie may fight the two ghosts. Amber Rose could fight the T giant. Simplem could attack the H dragon, perhaps from ambush. Smaug could but shouldn't break concealment and attack the T octopus.

Due next time are orders for Evening 8 and Day 9.

BOARD NOTES

Nut Woods, Cliff, and Caves are enchanted. A battle at DW1. The Order has Cloven Hoof (BLACK, +1 to all rolls) at the Chapel. There is a six-pack of wolves at OW5. There are giants in Cr5 and La4. There are two H trolls & the Altar at R1. The Calma is at Cr5. The Lost Castle is at Cr1. Two ghosts haunt DV5. The Fool is at Ca6; the octopus is at Ca1. There are 2 HF dragons at Cr2, 1 H dragon at BL1, a T dragon at C12, and the TF Dragon at the Hoard at BL6. The Small Campfire is at NWS.

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